

2. (Amended) The method of Claim 1, further comprising
setting the indicator at approximately a middle of the line
buffer.

3. (Amended) The method of Claim 1, further comprising
loading data for the next video line to replace data for the
current video line in the line buffer.

8. (Amended) A method of processing video overlay data
comprising:

reading video data for a current video line from a line
buffer;

detecting the position in the line buffer the video data is
located;

loading data for the next video line into the line buffer
when the video data for the current video line is located at a
predetermined position.

10. (Amended) The method of Claim 8, further comprising
setting the predetermined position at approximately a midpoint
of the line buffer.

11. (Amended) The method of Claim 8, further comprising
loading data for the next video line to replace data for the
current video line in the line buffer.

14. (Amended) A overlay display processor comprising:
a line buffer having a plurality of memory locations, the
line buffer adapted to provide data to a display; and
an indicator positioned at a predetermined memory location
in the line buffer, wherein the line buffer begins to read data
for a next video data line when the line buffer provides data
from the indicator memory location.

15. (Amended) The computer of Claim 14, further
comprising graphic memory which provides the video pixel data to
the line buffer.

16. (Amended) The computer of Claim 14, wherein the line
buffer provides data to the display for a current video line.

17. (Amended) The computer of Claim 14, wherein the
indicator is located at a position at approximately a midpoint
of the line buffer.

18. (Amended) A overlay display system comprising:
video memory which stores video data;
an overlay processing engine comprising:

a line buffer which receives the video data from the
memory, wherein said line buffer includes an indicator
positioned at a predetermined memory location in the line
buffer;

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video processing circuitry for preparing the video data in the line buffer to be displayed; and a display which receives the processed data from the overlay processing engine, wherein the line buffer begins to read data for a next video data line when the line buffer provides a predetermined amount of data to the display for a current video data line.

22. (Amended) A program storage device readable by a machine comprising instructions that cause the machine to:

set an indicator in a line buffer;

read pixel data for a current video line from the line buffer;

determine when the pixel data reaches the indicator; and

load data for the next video line into the line buffer.

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23. (Amended) The program storage device of Claim 22, wherein the instructions further cause the machine to set the indicator at approximately a middle of the line buffer. --
